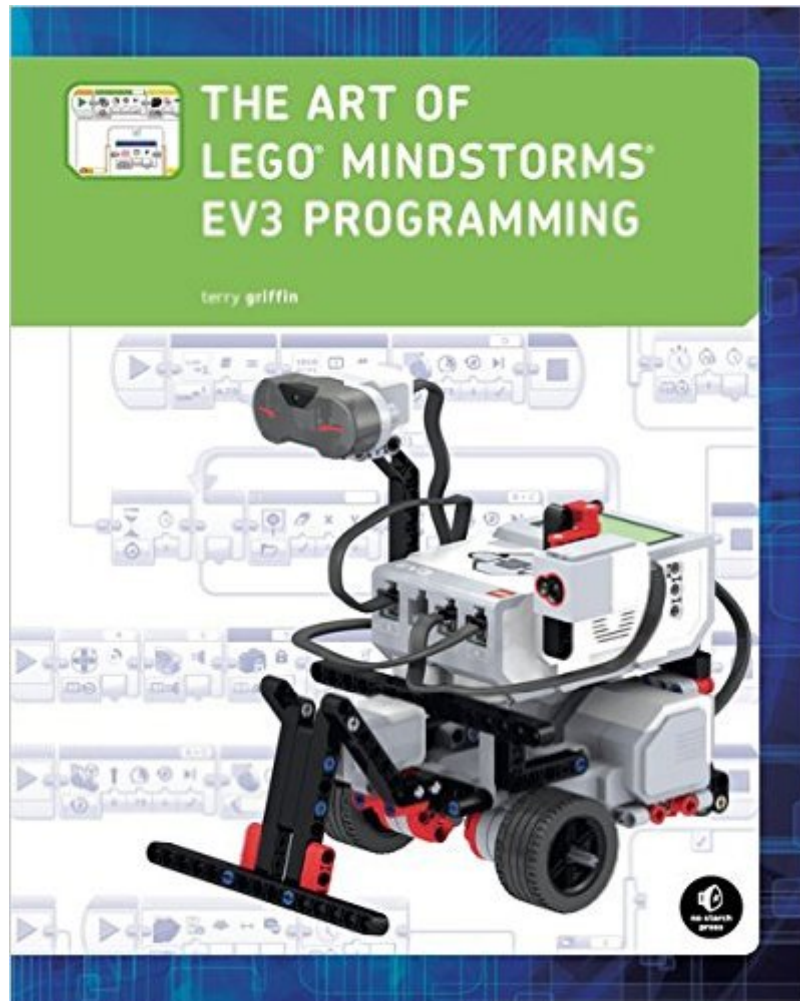


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# The Art Of LEGO MINDSTORMS EV3 Programming (Full Color)



## Synopsis

With its colorful, block-based interface, The LEGO® MINDSTORMS® EV3 programming language is designed to allow anyone to program intelligent robots, but its powerful features can be intimidating at first. The Art of LEGO MINDSTORMS EV3 Programming is a full-color, beginner-friendly guide designed to bridge that gap. Inside, you'll discover how to combine core EV3 elements like blocks, data wires, files, and variables to create sophisticated programs. You'll also learn good programming practices, memory management, and helpful debugging strategies—general skills that will be relevant to programming in any language. All of the book's programs work with one general-purpose test robot that you'll build early on. As you follow along, you'll program your robot to:

- React to different environments and respond to commands
- Follow a wall to navigate a maze
- Display drawings that you input with dials, sensors, and data wires on the EV3 screen
- Play a Simon Says-style game that uses arrays to save your high score
- Follow a line using a PID-type controller like the ones in real industrial systems

The Art of LEGO MINDSTORMS EV3 Programming covers both the Home and Education Editions of the EV3 set, making it perfect for kids, parents, and teachers alike. Whether your robotics lab is the living room or the classroom, this is the complete guide to EV3 programming that you've been waiting for.

Requirements: One LEGO MINDSTORMS EV3 Home OR Education set (#31313 OR #45544)

## Book Information

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Crafts & Hobbies > Toys & Models > Models #6 in Books > Children's Books > Activities, Crafts &

Games > Crafts & Hobbies > Models

## Customer Reviews

Programming can be some of the most difficult and most exciting parts of working with LEGO MINDSTORMS. Seeing a creation come to life can simply be magical (#mindstormsmagic), but is a daunting task for many. With a slew of books on the market for EV3, few focus almost completely on programming. The Art of LEGO MINDSTORMS EV3 Programming by Terry Griffin does a good job of making programming something anyone can do. First the quality of the book is simply awesome! No Starch Press has an excellent pulse on the MINDSTORMS community and the durable book in full color goes a long way in helping you learn how to program a robot. Great content can often be impaired by back and white images or cutting corners in the publishing process. This book, like The LEGO MINDSTORMS EV3 Discovery Book and The LEGO MINDSTORMS EV3 Idea Book, is made well and will last a long time. (Comes in handy since I suspect you will be referring to the book more than a few times.) The author guides you through building a basic bot and programming it to complete various tasks. These range from things like line following and navigation. Griffin also goes over sensors in both the education and retail kits of EV3, making it a good resource for just about anyone. Like any good MINDSTORMS reference, there is good discussion on each sensor and how that relates to programming. Griffin also discusses each programming block in good details. This helps create the logical links for any new programmer. One of the unique parts of the book is how practical it is. Most books present turnkey bots and programs. This does wonders for getting you started, but might not be as much help in the classroom or on your FIRST LEGO League team.

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